Appendix A

Copy of Claims as Amended as of January 6, 2003

1. (Amended) A system in a network conferencing environment for delivering a plurality of video or audio signals, the system comprising:

a plurality of transmitters configured to transmit ~~for transmitting~~ a set of data streams onto a network, wherein the set of data streams is generated from the plurality of video or audio signals and at least one of the transmitters includes a silence suppressor for removing silences or background from the data streams of the audio signals transmitted by the said at least one transmitter; and

at least one receiver for receiving the set of data streams from the network and recovering the data streams into audio or video signals, the receiver including a demultiplexer for dynamically selecting a subset of the set of data streams based on a source identifier and a payload type and two or more receiver payload handler modules and two or more corresponding decoder modules for handling and decoding two or more types of the data streams.

4. (Twice Amended) The computer system of claim 2 wherein the ~~further comprising a~~ demultiplexer is operatively coupled to the one or more decoders for routing data to one of the decoders based on the source identifier and the payload~~audio/video protocol~~ type.

18. (Twice Amended) A method of conducting a network conference with two or more computer systems, the method comprising:

monitoring incoming audio or video data for each of a plurality of conference parties for active or inactive status;

monitoring incoming audio or video data for a new speaker;

replacing audio or video data having the inactive status with data for the new speaker;

receiving audio or video data from first and second computer systems;

determining the audio or /video payload ~~protocol~~ type for~~of~~ the audio or video data from the first computer system;

routing the audio or video data from the first computer system to a first decoder based on the determination of the audio or /video payload~~protocol~~ type for the~~of~~ audio or video data and at least a first source identifier;

determining the audio or /video payload~~protocol~~ type for~~of~~ the audio or video data from the second computer system; and

routing the audio or video data from the second computer system to a second decoder based on the determination of the audio or /video payload~~protocol~~ type for the~~of~~ audio or video data and at least a second source identifier.

21. (Twice Amended) A network conferencing system comprising:

a real-time transport protocol (RTP) compliant demultiplexer that is adapted for:

receiving a plurality of RTP compliant data streams from a network;

dynamically selecting a portion of the RTP data streams;

routing one or more RTP data streams of the portion based on at least one payload type and at least one source identifier~~audio/video protocol type~~;

two or more receiver payload handler modules coupled to the demultiplexer for handling routed data streams;

two or more decoder modules coupled to the demultiplexer for decoding data; and

a rendering module coupled to the decoder for playing back one or more RTP data streams.

24. (Twice Amended) A computerized conference system comprising:

receiving means for receiving, via a communications network, respective first and second sets of data of at least one payload type ~~respective first and second audio/video protocol types~~ from respective first and second conference participants;

first and second decoder modules for respectively decoding the at least one payload ~~the first and second audio/video protocol~~ types of data;

means for routing data received by receiving means to the first or the second decoder module based on the payload type and at least one source identifier~~audio/video protocol type~~;

means for determining whether one or more of the first and second sets of data is associated with an inactive conference participant; and

means, responsive to determination of the inactive conference participant, for substituting a third set of data from a third conference participant, for at least the one of the first and second sets of data associated with the inactive conference participant.

25. (Twice Amended) A method of operating a computerized conference system, comprising:

receiving, via a communications network, first and second audio data streams having at least two payload types~~respective first and second audio/video protocol types of audio data~~ from respective first and second conference participants;

decoding at least a portion of the first audio data stream in a first decoder for one of the at least two payload~~the first audio/video protocol~~ types of audio data the decoded portio of the first audio data stream determined by a first audio data stream source identifier and the payload type;

decoding at least a portion of the second audio data stream in a second decoder for a second of the at least two payload~~the second audio/video protocol~~ types of audio data the decoded portion of the second audio data stream determined by a second audio data stream source identifier and payload type;

determining whether one or more of the first and second audio data streams is associated with an inactive conference participant; and

substituting a third audio data stream for at least the one of the first and second audio data streams, the third audio data stream associated with the inactive conference participant.

26. (Twice Amended) A conference system for large numbers of participants, comprising:

means for receiving a plurality of audio data streams from a corresponding plurality of conference participants;

means for selecting a subset of the plurality of audio data streams, wherein the selected subset of audio data streams includes streams of different payload~~audio/video protocol~~ types;

decoder modules for decoding different payload~~audio/video protocol~~ types of audio data;

means for routing the selected subset of the plurality of audio data streams to the decoder modules based on the payload~~audio/video protocol~~ types of the streams and a plurality of source identifiers of the streams; and

means for rendering the selected subset of audio data streams.

29. (Twice Amended) A conferencing method comprising:

receiving a plurality of audio data streams from a corresponding plurality of conference participants;

selecting a subset of the plurality of audio data streams, wherein the selected subset of audio data streams includes streams of different payload~~audio/video protocol~~ types;

routing the selected subset of the plurality of audio data streams to decoder modules based on their payload~~audio/video protocol~~ types and a plurality of source identifiers; and

rendering the selected subset of audio data streams.

32. (Twice Amended) A conferencing method comprising:

receiving a plurality of data streams from a corresponding plurality of conference participants;

selecting a subset of the plurality of data streams, wherein the selected subset of audio data streams includes streams of different payload~~audio/video protocol~~ types;

routing the selected subset of the plurality of audio data streams to decoder modules based on their payload~~audio/video protocol~~ types and a plurality of source identifiers;

rendering the selected subset of data streams;

determining whether one or more of the first and second data streams is associated with an inactive conference participant; and

substituting a third data stream from a third conference participant, for at least the one of the first and second data streams determined to be associated with the inactive conference participant.